

In the disclosure:

Please change the paragraphs beginning at page 2, line 10, as follows:

--A facility is being developed for synchronizing such data stores based on what is called SyncML (synchronization markup language), being developed under the so-called SyncML Initiative. (See the .org website for SyncML ~~http://www.syncml.org/~~ for information about SyncML, including standards and specifications for SyncML, and the SyncML Initiative, especially including the SyncML Representation Protocol and the SyncML Sync Protocol.) SyncML is an open industry standard for a common language for universal synchronization of remote data (i.e. data items stored in different equipment and so in different data stores) and personal information across multiple networks, platforms and devices. With SyncML, data items, but not yet data structure, can be synchronized on different devices connected via one or more interconnecting networks, including, for example, a Universal Mobile Telecommunications System (UMTS) Radio Access Network (UTRAN) and the Internet, where the communication may be wireless in whole or in part or may be wireline. Thus, the devices may communicate via, for example, fixed networks (including wireless networks), infrared, cable, or Bluetooth.

Besides being used to synchronize data stores, SyncML (i.e. the language) can be used for device management, and more particularly for transferring management actions between a client and a management server for the client. See the SyncML website ~~http://www.syncml.org/~~ to find the specification, SyncML Device Management Protocol. SyncML Device Management Protocol allows management commands to be executed on management objects and it uses a package format similar to the SyncML Synchronization Protocol and the SyncML Representation Protocol. A management

object might reflect a set of configuration parameters for a device. Actions that can be taken against this object might include reading and setting parameter keys and values. Another management object might be the run-time environment for software applications on a device. Actions that can be taken against this type of object might include installing, upgrading, or uninstalling software elements. Actions are represented by SyncML Device Management Protocol Commands, which are described in SyncML Representation Protocol, Device Management Usage. The commands and message structure used correspond identically to that of the SyncML Synchronization Protocol. (Thus, the so-called document type definition for the Management Protocol is the document type definition from SyncML Synchronization Protocol.)--

Please change the paragraphs beginning at page 4, line 3, as follows:

--SyncML uses the syntax of the so-called Extensible Markup Language (XML) as set out in Extensible Markup Language (XML) 1.0, a product of the World Wide Web Consortium (W3C) XML Activity, ~~having a website at: <http://www.w3.org>~~. For information about XML, see: ~~<http://www.w3.org/XML>~~ the .org website of the World Wide Web Consortium--

Please change the paragraphs beginning at page 9, line 17, as follows:

--All of the above element types are set out in the standard, SyncML Representation Protocol, available on the Internet at the .org website of the World Wide Web Consortium, as the pdf file:

~~[http://www.syncml.org/docs/syncml\\_represent\\_v11\\_20020215.pdf](http://www.syncml.org/docs/syncml_represent_v11_20020215.pdf)~~--